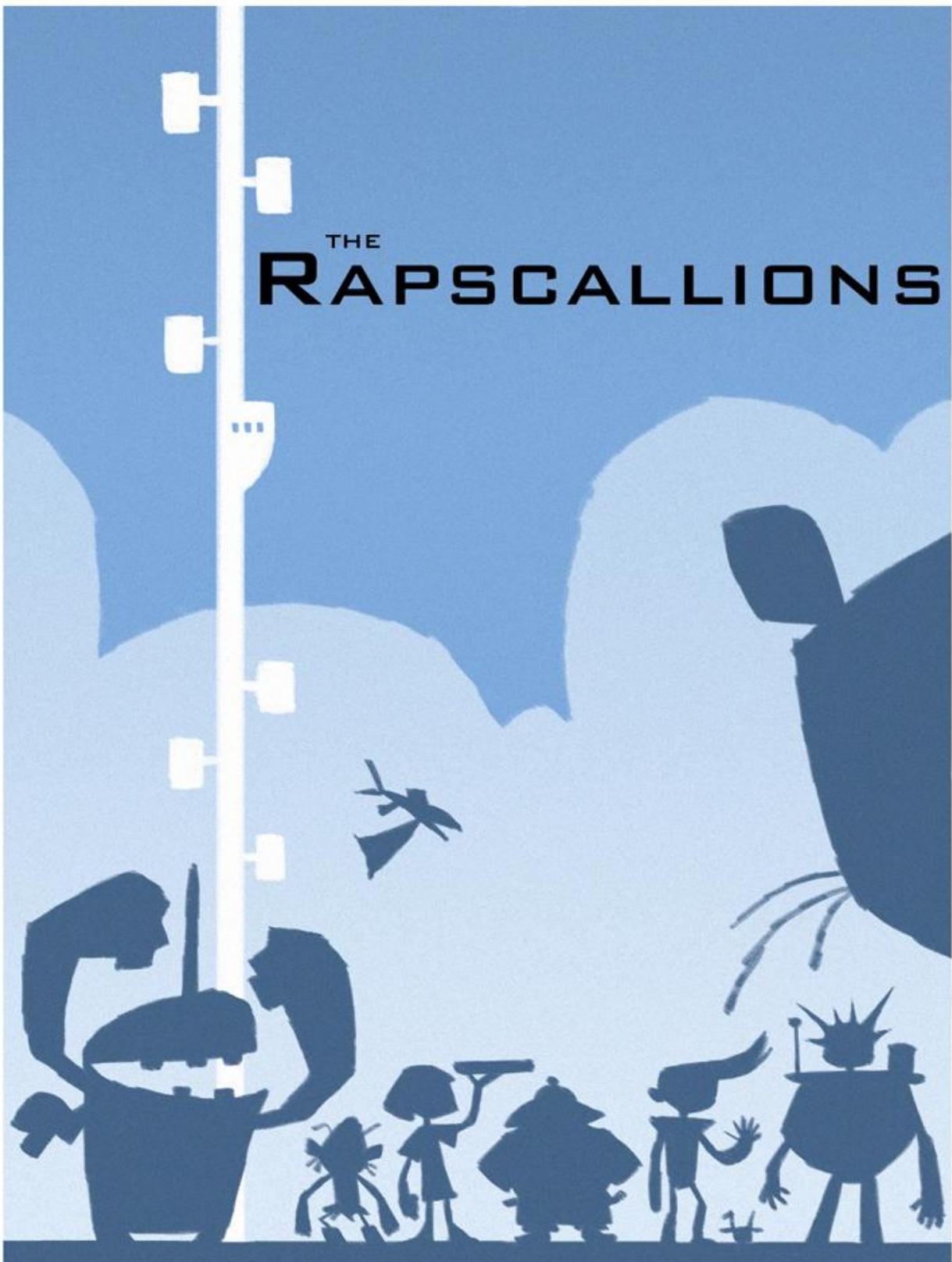


RAPSCALLIONS
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2nd Pass Bible
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THE RAPSCALLIONS

A simple over the top integrated family character comedy with crazy cool action set pieces. Nothing more. Oh, and there is a Narbear, flying fish and a giant rainbow shedding cat. Really, that's it. Wait, nevermind. There's more...

Imagine a group of characters that can't help but be awesome all of the time. If they want to get a cup of coffee there'll be a high speed car chase. Going out to get the paper? Watch out for the shark attack! If you want to change the channel at their place, then you'll have to contend with an invisible ninja and face slaps from a flying fish! But awesome things don't just happen to the Rapscallions, they cause it! These characters can't help but seek action, adventure, conflict and all the drama that comes with it.

It all started with Admiral Griffin. A sea dog. An adventurer. A wild man. Through his many travels he has met these very unique characters so he invited them to stay on his traveling fortress. A scientist, a musician, a Narbear, a normal kid, a hidden ninja, some kind of elf dude, a flying fish and a giant cat round out this cast. This crew, or what the Admiral likes to call the Rapscallions, are his makeshift family.

Griffin and the Rapscallions have done so much, helped so many people and saved so many planets that they have countlessly been told to take a well deserved vacation. Unsure what the word "vacation" means they took the recommendation of landing their ship in a trailer park next to the ultimate small tourist town of Bixby Rock Bay. Perfect place for a little rest and relaxation, right?

Wrong! Who these characters are and what they have done has stirred up quite the hornets nest. The toughest foes around seek to challenge this crew for bragging rights. Others seek revenge. Some seek their ship. Plus this crew can't just chill out. When they are not being tested by an external force, the Rapscallions will challenge each other to different feats of skill and battles of intellect. Even competitions of the smallest kind, take a staring contest for example, can turn into week long events with waterboys, wild snakes and parachutes. There will be no vacation for the Rapscallions.

Two parts Brady Bunch, four scoops Goonies, one tablespoon Stand By Me, three cups Baron Munchausen, the kid aspect of Super 8, kind of like X-men and Fantastic Four and the Incredibles without the super powers, totally some Pirates of the Caribbean, sneak in a serving of Real Genius, a side sample of Time Bandits, a lot of Princess Bride minus the yucky romance stuff, a dab of Addam's family, some Beverly Hillbillies but in reverse, get a little Night Rider in there, a pinch of Start Trek/Star Wars (Same thing, right? Don't hurt me. It's just a joke.) but absolutely nothing to do with So You Think You Can Dance. That would be silly.

WHAT IT TAKES TO BE ONE OF THE ADMIRAL'S RAPSCALLIONS

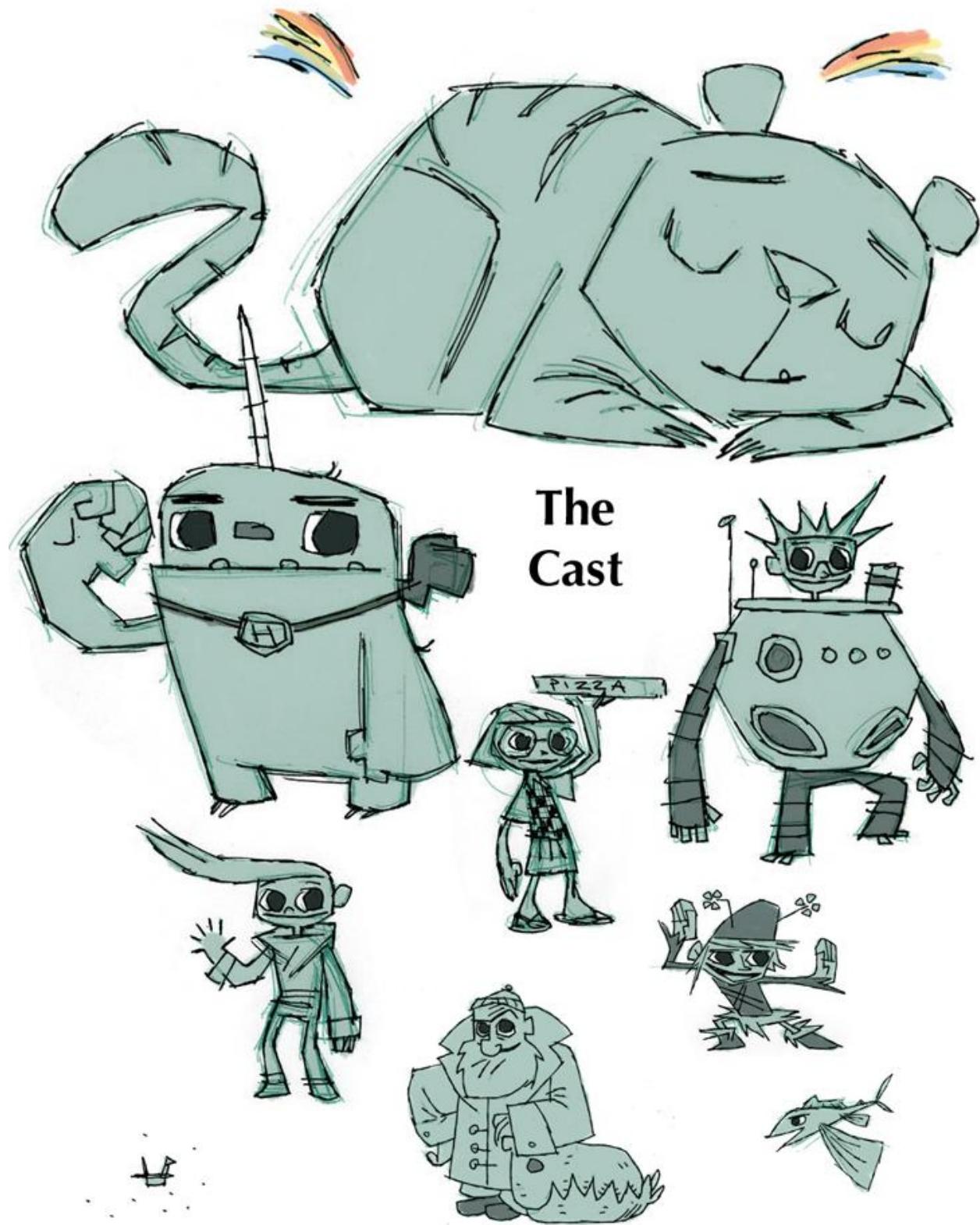
To live by these simple rules: Adventure whenever possible, challenge everything, slay boredom, never give up and most importantly have fun! If anyone asks for help, you have to oblige unless of course they are cruel and evil. Tasks including great risk of danger are the most desirable. If you have a problem then deal with it! No whiners allowed. Another rule? No blood. The admiral dislikes blood, it makes him woozy. Any other rules the Admiral will make up as he goes along. He strongly believes in constantly changing things up, it keeps the crew sharp.

Admiral Griffin never knows when or where his next adventure will take him but he does know he wants the most amazing people he can find at his side. Joining the Admiral's Rapscallions is as simple as earning the respect of the Admiral and receiving a personal invite. That's it. Once you join you are welcome to stay as long as you like.

The reasons for joining the crew are as diverse as the cast. Some are there for adventures. Some are bound by vows or obligation. Some may even seek a spot on the wall of Awesome inside the ship, kind of like the hall of fame, but cooler. Others are born into the crew. Others are just visiting. The one thing this cast has in common is all of them subconsciously need a family of like-minded individuals.

Most normal people don't even know the crew exists. Governments and leaders rely on them. Evildoers despise them. Monsters fight them. And some small countries inhabited by cute impressionable gerbils worship them.

The crew consists of the Admiral, Duke Blue (the Admiral's son), Tesla (the awesome scientist who doubles as the mechanic), Kale McCoy (the little-big brother elf dude), Gnartuk, the Narbear (half Narwhal, half polar bear), Tobiko (the flying fish), Zita (the awesome ninja), Snuggles (the oversized cat who sheds rainbows) and sometimes Bubba (the normal kid who spends as much time with the crew as possible). The ship all of these guys live on, minus Bubba, is called the Velvet Churro. The Churro is so massive that when it parks you can't even see the top of it. Sure, there will be guest crew members, but let's stick with these guys for now.



Admiral Griffin, the sea dog.

"Thar she blows! And thar she blows! And thar! And thar! And thar! And thar! I call the first six, you Rapscallions can have the rest!"

-The Admiral after spotting six massive Werewhales.

Known for his ability to test pilot ANYTHING. This guy can navigate with space shuttles, ocean liners, submarines, race cars, helicopters, tricycles and more! Yep, that's him. He's the guy who brought the crew together through his many adventures. Now he has taken his amazing traveling fortress, The Velvet Churro, and parked it right in the middle of a trailer park. It's the perfect spot for a vacation, if he knew how to take one.

Griffin is the type of guy who loves to throw himself into any situation he can find, especially if it's dangerous! He has no idea how to get out of them but that's what makes them fun! He has no problem giving wrestling suggestions to a giant boa constrictor. He gets more excited over an army of evil hermit crabs attacking his ship than most men would be to watch the super bowl, from center field!

Telling stories is one of his favorite pastimes. He'll have a new story every time you hang out with him. The stories the Admiral tells sound utterly ridiculous but they are ALL TRUE! Sometimes these stories offer a back story to an adventure the crew is about to take. Other times the stories are just there as a backdrop to add a little atmosphere to the lives of the crew or better yet, to turn into a song! Can't keep the Admiral from a good sing-along song!

What made the Admiral start the crew? He'll never admit to it but he was lonely. He needed someone to tell stories to. Plus he loves the idea that these individuals can add more adventures to his experience than he would have ever thought of.

Why does he stay? In all of his travels he has never found a better crew or ship. This crew is his family.

What are some likes? Adventure! Wrestling matches! Staring contests! Races! Telling stories! Tests of strength! Driving anything! Going fast! Doing loops! Hairpin turns! Drifting! Crazy Ivans! Jumps! Barrel rolls! Pickles! Hot sauce! Testing the limits, of everything!

Dislikes? Anything slow. Slow music. Slow conversations. Slow vehicles. And silence. Even if it's the wails of ten thousand walking zombies he finds that more comforting than silence.

What role does he play in the crew? The captain, the admiral, the general, but more than anything, he is the one who throws the crew into adventures with no idea how to get them out of it. He loves that.

If the crew were a family what role would he play? The dad. The wild dad.

Where is he from? Scotland. Or in the world of this show Scotland is known as The Land of Scotts.

Some Admiral Griffin backstories perhaps? Has the record for navigating the world in a row boat. He has sailed the seven seas only to discover ten more. He is the only human to ever fly at Mach 10 while shuffling a deck of cards. Santa sends him a wish list. He is the godfather to over twenty princes and princesses. He plays checkers

with the Secretary-General of the UN. Every president seeks his counsel. He places bets with ancient Czars. Dances with prime ministers. Escorts military leaders.

Some things you might find in the Admiral's room are: A five story hammer bell test of strength carnival game. A HUGE whack-a-mole game. The strongest mechanical bull ever built. A bed of nails (it's really uncomfortable so he usually sleeps on the floor). He keeps his gold/jewels and rare artifacts he has received as gifts piled in his closet. It is a VERY big closet. And one of the walls in his room is covered in keys to various cities.

What does he look like? Short. Scruffy. In his sixties, going on twelve. He has a beard and it's all white. Always wears an overcoat, even if it's incredibly hot out. Wears a hat. He's a total boot guy, they work well when it comes to stomping things.

THE ADMIRAL'S RAPSCALLIONS

Duke Blue, the six-fingered boy.

"Here, let me help." -Duke, whenever someone gets a package with bubble wrap.

Most people might be embarrassed to have six fingers, not Duke! He takes full advantage of the extra digit. He has never dropped anything! He can work a mean keyboard too, typing up to 14,268 words per minute. A master of sign language. Climbing? No problem. He is perfect for operating a control panel. Sleight of hand comes easily. Duke can tie both shoes with one hand. He doesn't high five. He doesn't even high six. When he high fives he asks for a full on "Two-handed Twelve!" The guitar has six strings? Perfect for a six-fingered master musician! In fact, he has mastered almost every single musical instrument ever invented. He could musically fight any master musician alive, with a tuning fork, and win!

Duke is the son of Admiral Griffin making him a permanent fixture to the crew. While he and his dad are a lot alike they still have many differences, especially in how a plan is executed. The Admiral will throw himself into a situation where as Duke is much more likely to think something through before leaping in.

Duke is both charismatic and authoritative with noble intentions. Underneath he may have some insecurities, piloting and leading the crew for example, but he hides those well. Duke believes in the crew and not just for their abilities but for their personalities as well. He's a cool dude.

What brought Duke to the crew? His dad. Yep, he doesn't know anything beyond being a part of this crew. And no, he would never consider leaving. But that doesn't mean he won't disagree with his dad.

Why does he stay in the crew? He could never leave. Never. He would be the one to go down with the ship. Not for honor or glory, but because he truly believes in the people of the crew and he would want to make sure they got off the ship okay.

What are some likes? Buttons, he loves pushing buttons. Almost to the point where it will get him in trouble. In fact, he can't NOT push a button. Loves music. Always finding a rhythm to any situation. He encourages the crew a lot, but if he can't encourage with words then he'll do it through a song. Their own personal theme song!

Dislikes? Gloves, they just don't make them for anyone with an extra digit. Wearing anything on his fingers, it slows him down too much. Playing cats cradle is his worst nightmare. Anything sticky. Sticky food, sticky tape, sticky situations. He needs to be moving at all times. Don't mess with his flow, he can't handle it. He'll have to play a tune on the guitar to get his rhythm back.

What role does he play in the crew? When the Admiral isn't around the crew looks to Duke for suggestions. He won't admit it, but he's second in command. He's a good leader because he works well with the crew's personalities, all of their sweet skills are an added bonus. He does a great job handling the Churro's controls as well.

If the crew were a family what role would he play? The middle child who is good at handling responsibilities.

Where is he from? The Velvet Churro. He has lived on the ship for his entire life. He has no idea what normal life is like beyond the walls of this ship.

Some backstories perhaps? World record in typing. Best musician ever. Could be the best juggler to ever set foot on stage, but he doesn't like stages.

Some things you might find in Duke's room are: Every musical instrument imaginable. Used up bubble wrap. In his closet he keeps pictures of him with rockstars, a few Grammies and platinum records for songs he never mentions.

What does he look like? He's fifteen. Average height, between his tall mom and short dad it evens out. Short hair except for his tuft above his forehead that shoots straight out. Bright green eyes from his mom. He likes to wear clothing that will not restrict his movement. Loose clothes are cool, as long as they don't get in the way. Oh yeah, and he has six fingers.

Tesla, the awesome scientist.

"You might want to stand behind me."

-Tesla, before she attempts to harness the power of a black hole.

Not only does she have the ultimate transforming robot suit, but she is smarter than ANYONE Ever. Period. VERY introverted, not in the quiet way, but in the "I'm totally obsessed with this problem in front of me and please don't bother me until I figure it out" sort of way. She is very energetic when she talks, especially when she is talking to herself while she solves a problem. In those special cases she'll take up both sides of the conversation. Tesla is a brilliant mechanic and she takes great pride in fixing the Churro if anything goes wrong. She fascinated by the Velvet Churro.

What brought Tesla to the crew? The Admiral needed a mechanic and Tesla seemed to be the perfect fit. To this day she is still learning new things from the Churro.

Why does she stay? The Churro loves her. If he can he will find something he can break just to keep Tesla around. She is happy to help and would never want to leave the ship if possible. Plus, super deep down, like the kind of deep down we will never talk about again, being with the crew gives her the sense of family she wants and needs.

What are some likes? Puzzles! Theories! Mathematical equations! She loves 'em! Can't get enough. From simple to complex she can't pull herself away.

Dislikes? Somebody who gives up. She will get increasingly upset when her ideas aren't working. By getting upset she doesn't get angry, just more obsessed in a crazy way.

What role does she play in the crew? Definitely the mechanic.

If the crew were a family what role would she play? The younger sister.

Where is she from? Switzerland. Yep, she has the precision of a German with the passion of an Italian. Or in the world of this show it would be called The Land of Shiny.

Some backstories perhaps? Nobel prize in physics for her theories on creating and harnessing black holes. Once made a super computer, out of bubblegum and paper clips.

Some things you might find in Tesla's room are: THE COOLEST LAB EVER! Hundreds of little robots to do her bidding. Giant coils and magnets pulsing with electricity. Laser light shows happening all over the place. Drills, hammers, crushing devices, soldering irons, vice grips, testing facilities and a giant drop down mechanical claw.

What does she look like? Tall for her age, fifteen, and hair that sticks straight out like it's always charged with static electricity. Wears protective goggles a lot. We never really see her out of one of her robot suits. The suits are typically perfect for performing some type of mechanical function, like repairing the Churro for example, not for fighting.

Kale “Cricket” McCoy, the little-big brother.

If the Blarney stone could kiss, it would kiss Kale McCoy for luck.

Is he a Leprechaun? An Elf? Does he like to make cookies? A Keebler? An Oompa Loompa? A Menehune? A master of martial arts? A total prankster? Short answer? YES! He doesn't have the ability to make magic, unless you consider awesome to be magic. A master of anything mythical. He's a little guy but more than makes up for his size with his personality and physical prowess. He has lightning fast reflexes! He can catch arrows! Dodge bullets! And land a one-inch punch that will send the recipient flying! Plus he loves a good verbal battle! He can flow a string of insults together that you could barely keep up with but by the end of it you'll want a blankie and a warm glass of milk. Plus, he loves to use his wit to pull some of the most elaborate pranks you have ever seen!

Superstition, or “super-stitches” as he calls them, plague his awesome actions however. He can't pass a cemetery without holding his breath, go over a train track without raising his feet or go through a doorway without tapping the doorframe three times. “Super-stitches” are very important to him.

While Kale has a huge knowledge of abstract cultures he is pretty unfamiliar with normal cultures. Especially the culture of Bixby Rock Bay. Whenever he gets a chance he will sneak out to observe the general population and their mysterious ways. Good times.

What brought Kale to the crew? A superstitious deal he struck with the Admiral. There is no way he would dare break that vow.

Why does he stay? The oath is unbreakable, he is a Rapscallion for life.

What are some likes? The training room of the Velvet Churro. Candy. Old traditions. Oh, and he likes to build things out of stone when no one is looking.

Dislikes? People who comment or react to how little he is. Or if you disregard a superstition. He won't get mad, but he will definitely freak out! He can't stand anyone bringing up stereotypes of Leprechauns, Menehunes, Irish or short people either.

What role does he play in the crew? He's the leader of communications. He has a very extensive vocabulary and is knowledgeable of many different languages. Too bad he isn't the best diplomat. He's a wisecracking instigator. Kyle lives for action.

If the crew were a family what role would he play? He likes to act important or wise, like an older brother. Unless it requires responsibility, he'll give that to Duke. It wasn't his fault. He didn't do it. So I would say he is the immature older brother.

Where is he from? Ireland? Scotland? Russia? No, not Russia. But he likes Russian folktales. Some say he was born in a fairy circle. Others say he came from the stars. He would just say he's from The Land of Awesome.

Some backstories perhaps? Found the lost city of gold, without a rainbow. Has the world record for drawing the same card in a row consecutively. Wins any lottery he

enters, but has yet to collect. Built a castle in one night with both hands tied behind his back. Banned from Vegas and any riverboat carrying a slot machine.

Some things you might find in Kale's room are: Rabbit's feet, a four leaf clover garden. A wall of horse shoes. Crickets run wild. Acorns on the window sill and worn down door frames from knocking on wood.

What does he look like? A little bit like an elf. Bags under his eyes, but no beard. Pointy ears and nose. Tufts of hair. And he's short, even shorter than the Admiral. His age is about seventeen.

Gnartuk, the Narbear. Or "Tuk" for short.

Gnartuk wrestling trivia: His most famous Luchador move was called the "Habanero!"

Half Narwhal, half polar bear this guy not only has the strength of ten men but can breathe underwater! Aw yeah! He spent some time in the wrestling world but was rescued from it's dire ways by the Admiral. He still wears his ever flowing cape in remembrance. Yes, his cape is always waving, even if there isn't any breeze. Not really good with the words and such however. Grunts, growls, and lots of sound effect impersonations are the extent of his vocabulary. He may be able to get out a word once in a while, but only after a whole episode of practice. Oh, and don't mess up his hair. Bad things will happen.

What brought Gnartuk to the crew? A bizarre individual who couldn't find his place until he entered the world of wrestling. He mastered it, never defeated. Even when he had to face off against six wrestlers...and a bull. A really big bull. But no matter how well he did in the wrestling world he was never satisfied, it felt fake for some reason. Until the Admiral came along and offered him some REAL challenges. It has been nothing but fun for the Narbear ever since.

Why does he stay? There isn't anything else out there for him or anyone who is willing to accept him as much as the crew. He would never leave.

What are some likes? Cheese. Warm food. Pineapples. Apples! Especially warm apples. He throws down apples like most people eat popcorn. His whale half needs a lot of water too. Flying the Velvet Churro. He isn't a better captain than the Admiral but he sure flies a lot smoother. He and Duke together make good back-up pilots.

Dislikes? Ice. He's spent enough of his life next to ice, he doesn't want to anymore. It makes him grumpy. Cold weather has a similar effect but ice really puts him in a bad mood. He also dislikes it when someone messes with his hair. It takes him a long time to make his hair look good, respect the do! If he didn't take time with his hair he would look like one giant afro with a horn.

What role does he play in the crew? A strong second to whoever is in charge at the moment. He's the head of security.

If the crew were a family what role would he play? The living teddy bear.

Where is he from? The north coast of Buffin island. Or in the world of this show it would be called Land of the Slushee.

Some backstories perhaps? Has the world record for the longest wrestling match ever, it lasted for two weeks. He defeated one long tag team that included fighters from the WWF, WWE, the UFC and any Luchador they could find. Crushed 673 cars to be recycled in one day, his previous record was 576.

Some things you might find in Gnartuk's room are: Trophies, lots of wrestling trophies. And belts from wrestling competitions. Various retired uniforms and masks lying all over the floor (from the time he spent in the Lucha Libre circuit). Framed fan letters cover the walls. Stacks and stacks of folding chairs. And a giant waterbed. A waterbed that is literally a BIG tank of water that he sleeps in (it's the Narwhal in him).

What does he look like? A giant ball of well kept hair with a horn sticking out of the top of his head. Big black eyes, a big black nose and a huge mouth with many large rounded teeth. He stands upright like a human and the only thing he wears is his everflowing cape. He's in his late twenties but he acts fifteen.

Roberta "Bubba" Jenkins IV, the normal kid.

"Hey guys, can I come in? I brought pizza!" -Bubba, every time she visits the Rapscallions.

Bubba has a totally boring life so she looks to have as many adventures as possible. You can imagine how excited she got when the Churro landed in the trailer park down the street from her house. She's not a part of the crew but only because she has to go home to her parents at the end of the day. Oh, and she is a gamer. Not a videogamer. A board game/roleplaying enthusiast. The kid can't make a decision without rolling her dice, literally. She carries a bag of dice with her wherever she goes. She's had so many game nights that the pizza parlor gives her free pizza. And that's what she brings every time she visits the crew.

Bubba's parents aren't the pinnacles of parenting. They are extreme intellectuals who believe there is no point to engage in a conversation with Bubba until she stops using her nickname, graduates from college and wins at least three Nobel Prizes. Bubba puts up with it, they are her parents, but she finds herself trying to be a kid as much as possible to counter balance the stagnant vibe running through her house. Her game nights with pizza and board games are under the guise of study sessions.

Bubba has another character tick. In times of great stress or great joy she is paralyzed by an awesome nervous giggle. She can't help it. No matter how hard she tries. No one on the crew can stop her either. Let the Bubba giggle. And be careful, it's highly infectious.

What brought Bubba to the crew? Being a fan of the crew brought her there and her need to break out of her normal life. But technically she's not part of the crew. The crew have invited her to stay but she still refuses the call, mainly because she needs to go home to her parents. That doesn't keep her from coming back every single day!

Why does she stay? Are you kidding? How does she ever leave? This is the best she will ever get.

What are some likes? The crew. Talking about games, or the close calls from previous adventures, or telling stories from school. Rolling a perfect 20. Hearing more tales from the Admiral. Comic books!

Dislikes? Having to go home. Rolling a one. Bugs.

What role does she play in the crew? The rookie. The normal life interpreter.

If the crew were a family what role would she play? The one friend who always comes over to visit.

Where is she from? The Lazy Oak Trailer Park.

Some backstories perhaps? Once played Monopoly for six hours. Has a direct line to all nerds residing in Bixby Rock Bay.

Some things you might find in Bubba's room are: A bunk bed, but no siblings (she just thought the bed was cool and she always wished she had a brother). Comic books hidden under a floorboard beneath her rug. She has a hole in the wall behind a Narbear wrestling poster behind a poster of the periodic chart where she keeps all of her action figures and a scale model of the Velvet Churro she made out of popsicle sticks.

What does she look like? About fourteen years old. Bangs. Short black hair. Big glasses. Always wearing her school uniform she didn't have time to change out of. If she does have time to change, it would be the shoes. She's prefers flip flops, they're perfect for bug smashing.

Tobiko, the flying fish.

"The only thing sparkling should be the floors once I'm through with them!"

-Tobiko, after spending a whole day cleaning up Zita's glitter and Snuffle's rainbows.

He's a fish and he can fly, how much more awesome can you get? If he has a line of dialogue, he'll fly through frame to deliver it. And if you need to cut to him, you'll find him in a glass of water, the sink, the toilet...you get the picture. Even in a place with no water, he'll find some. He has rescued sea life, stopped pirates, guided ships through ice fields but at the end of the day he is still just a fish and has no idea how to fly a helicopter.

Tobiko is the Nanny of the group. A natural nurturer. Always cooking, always cleaning, always picking up after someone and forever making sure everyone is okay. He takes great pride in his cooking and spends most of his time researching new recipes, recipes that don't include fish of course.

What brought Tobiko to the crew? Tobiko took it upon himself to take care of the seas for most of his life. Exhausted, he finally stumbled across the Admiral during a battle to separate a giant squid from a sperm whale. By teaming up with the Admiral he found he could focus more on what he is good at, cleaning and nurturing. He wasn't the best at fighting, fin slaps only got him so far.

Why does he stay? Tobiko is convinced the Rapscallions would not survive if he didn't help out. There is no one else who could clean up after them! And no one else could get food for them! Well, if you don't count the pizzas Bubba brings over.

What are some likes? A clean ship. When someone listens.

Dislikes? Snuggles. Snuggles is always making a mess and leaving rainbows all over the place. And of course there's the whole Snuggles trying to eat him thing. But who can blame Snuggles? Cats like to eat fish. Especially big cats.

What role does he play in the crew? The chef.

If the crew were a family what role would he play? The nanny. The caregiver. Always trying to take care of everybody but not afraid to impart some wisdom. Typically wisdom that would work for a fish, but not anyone else.

Where is he from? Japan. Or in the world of this show it would be called Land of Windy.

Some backstories perhaps? Has saved over 2,761 whales. Faced off against a Kraken and escaped with its tooth. Explored the sunken Titanic. Stopped over 349 pirate attacks. Harnessed many oil spills. Has the world's largest shell collection.

Some things you might find in Tobiko's room are: His room is like a kitchen, a crystal clean kitchen. Totally spotless. He is always trying out a new recipe.

What does Tobiko look like? A flying fish with large eyes and thick eyebrows.

MAIN SUPPORTING CHARACTERS ON THE SHIP

Zita, the crazy ninja.

No, seriously, she's crazy.

Zita is NEVER seen. She's not invisible, just an awesome ninja. You'll only know she was there by the glitter and the occasional origami masterpiece left behind as a calling card. If she delivers a line of dialogue she will project her voice, spooking people out if they don't know any better. Plus she's crazy. Not in an aggressive way, more of a, "I'm in an entirely different world playing out some other storyline," kind of way. That doesn't mean she won't interact with the crew, it just means her interactions may feel very random.

What brought Zita to the crew? She is Tesla's Aunt. The Admiral was happy to invite her along when he found Tesla. Zita joined in the hopes of finding a popsicle. She likes popsicles.

Why does she stay? The Velvet Churro makes great popsicles.

What are some other likes? Making Origami! She has mastered the art of the valley and mountain folds, pleats, reverse folds and squash folds. Now she is starting to make up her own folds. No one has ever folded paper as well as Zita. She also likes glitter. Sweaters. Anything hand made. Family photos, even if she doesn't know the people in the photos she will think she does. She likes it when Duke brushes the hair out of his face. It reminds her of when her fourth grade teacher's toupee would fall off. She also likes people who listen to her and go along with her crazy stories.

Dislikes? When people call her crazy. Or when people claim she doesn't know somebody that she thinks she does. Or when people say she doesn't exist. She also doesn't like goldfish who jump out of their bowl. It's very disconcerting to her.

What role does she play in the crew? The wild card. The "X" factor.

If the crew were a family what role would she play? The crazy aunt. You never know what this lady is gonna say or do next.

Where is he from? Italy. Yep, she's an Italian ninja! Well, at least she acts like one. For the sake of this show Zita would also be from The Land of Shiny, just like Tesla.

Some backstories perhaps? She once stole the Declaration of Independence, scanned it, photoshopped it into a photo she had of Abe Lincoln and then returned the Declaration without anyone noticing. Not even with all of the glitter she left behind. She has made a full scale origami Great Wall of China that went along the East Coast and through downtown New York. Absolutely NO ONE saw her do it. She almost ran out of glitter on that one.

Some things you might find in Zita's room are: She is such a good ninja that even her room is hidden. But if anyone did have the opportunity to visit her room they would see it looks like a grandmother's room, quilts, lace, china plates and lots of pictures of random family members we have not nor will ever see. Truth is she doesn't even know who they are, she just thinks she does.

What does Zita look like? HA! Sorry, I don't even know.

Snuggles, the cat.

All she needs is a bowl of milk and she's good, a REALLY BIG bowl of milk.

A cat. A giant cat. And she sheds rainbows. If you ask the Admiral why she sheds rainbows he might tell a story of Snuggles eating a Leprechaun or being born in a crystal cave or eating too much sugar cereal. The truth? It's all true. Snuggles comes from a land where **EVERYTHING** is giant and a couple of those things make rainbows.

If it weren't for Snuggles' size and the rainbows left behind whenever she comes through you would think she is just a cat. The kind of cat that always lands on its feet. The cat that loves to sit high up on furniture and pounce when you least expect it. Or cuddle up in your lap when it's cold outside. Snuggles loves to chase lights too. One time Snuggles saw a shooting star and took off after it! Three days later she came back with a giant rock in her mouth and one burned whisker.

A few words of advice. Make sure you don't have any loose threads on your clothing. If you do then prepare to be chased! Also, I wouldn't introduce any catnip to Snuggles, life as we know it may cease to exist.

What brought Snuggles to the crew? The Admiral found Snuggles abandoned and brought her in. He has no idea how to take care of a kitten but he'll give it his best.

Why does she stay in the crew? She is very comfortable in the Velvet Churro.

What are some likes? Direct sunlight. Boxes. Giant balls of yarn. Playing with the neighbors lawn ornaments. Chasing joggers.

Dislikes? Collars. Sweaters. Cat slippers. Pulling her whiskers. Cold climates. Snuggles is used to a very warm habitat.

What role does she play in the crew? The captains parrot. You think she is just a pet but she can perform simple commands when you least expect it.

Where is she from? The Sahara. Or in this world it would be known as The Land of Crazy Hot.

Some backstories perhaps? She drinks so much milk dairy farms had to double their production. Has had offers worldwide to join the circus. Little is known about where the rainbows come from, but Zita will tell you it comes from 100% pure joy.

Some things you might find in Skittle's room are: Shredded couches. Giant scratching posts. A huge kitty litter tunnel (we would never see what's inside but the act of Snuggles using the litter box would have a HUGE echo). Giant balls of yarn in various states of disarray. A pile of stuffed mice that Snuggles sleeps in.

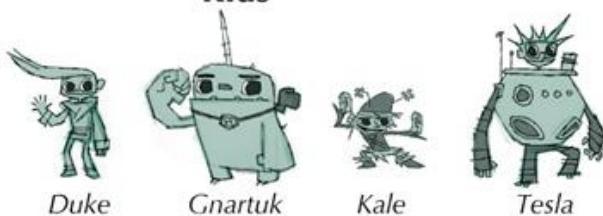
What does Snuggles look like? A cat the size of an elephant with rainbows.

Cast Dynamics

Parental Figures



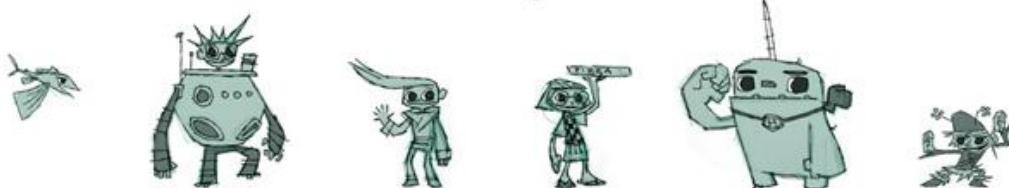
Kids



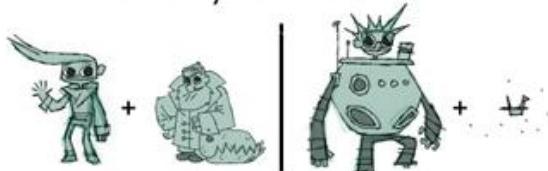
Guest



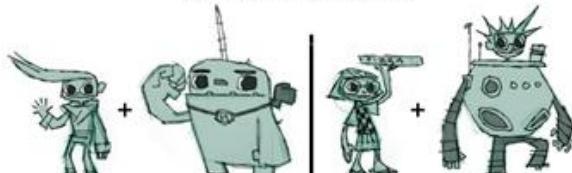
The Main Rapscallions



Actually Related



Close Buddies



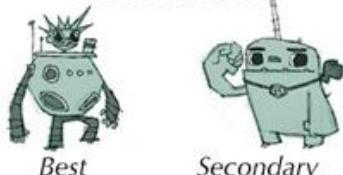
Pilots



Cooks



Mechanics



Ambassadors



*We'll get to Duke's mom in a minute. Or, if you want to cheat, her description is on page 23.

CHARACTER RELATIONSHIPS

Character relationships are what the core of this show is about. Each of these characters should feel very unique with their own voice but the layers of how unique they are and how relatable they are won't truly come out until they start to interact with each other. So prepare yourself for a small glimpse into their one on one relationship dynamics.

The Admiral + Duke Blue

A father to a son. Obviously close, but don't always see eye to eye. They would want the same things but have entirely different ways of going about it. Duke is more emotional and makes decisions from his heart. For the Admiral everything is all good all the time, unless it involves being mean. The Admiral is torn, he wants his son to be a good leader, but he doesn't want to let go. Duke is not sure he wants to be leader, but he doesn't want to disappoint his dad.

There is one thing the two of these characters really enjoy with each other, a good song! Neither of them can hold themselves back once a good beat gets going. Duke really digs this family bonding but will sometimes use the songs to distract the Admiral from putting the crew in a precarious situation.

The Admiral + Tesla

The Admiral has absolutely no idea on how to handle Tesla, but he loves that about her. Rarely do their conversations actually build, no matter how hard the Admiral tries. Tesla is too far gone in her own world of awesomeness. The Admiral will try to use/build things of Tesla's but this causes great stress on Tesla. Sometimes it works out, most times not, at least for Tesla.

The Admiral + Kale McCoy

Put these two together and somebody is gonna get hurt. They feed off each other, inspire each other, and are constantly trying to one-up each other. And neither of them like to lose. Kale has the advantage of youth. But the Admiral knows all of the rituals Kale must perform and he uses that to his advantage. Kale will still battle but after every superstitious offense he has to turn around seven times and pinch his nose. This extra time is all the Admiral needs to get the upper hand. Plus all that spinning makes Kale dizzy.

The Admiral + Gnartuk

The Admiral knows challenging the Narbear to a duel is gonna cause great pain and take a long time to resolve,... but he'll do it anyway! There is a sense of great respect between these two, but the Admiral still loves the challenge. Gnartuk is comfortable with obliging, he just makes sure to be very gentle as he destroys the Admiral with otherworldly strength. He even feels bad while he does it. And the Admiral will never admit to pain.

The Admiral + Bubba

The Admiral is never sure where the kid came from or what her name is but he has no problem including her. Even though Bubba is a HUGE fan of the Admiral she is also a little scared of him. Bubba worries the Admiral might put her in a situation she can't handle. But if he does, the crew will always step in to help Bubba out and give her support. Bubba loves hearing the Admiral's stories and hopes to one day tell stories as well as the Admiral.

The Admiral + Tobiko

The Admiral tends to overlook Tobiko and Tobiko is often too busy to notice. This isn't out of dislike or lack of interest in one another, they just operate in two different worlds. One seeks adventure, the other, nurturing. If the Admiral does get out of line Tobiko will not hesitate to give the Admiral a good slap. Shocked, the Admiral will either catch himself and reconsider or proceed to chase Tobiko all over the Velvet Churro.

The Admiral + Zita

The Admiral really likes Zita and is fascinated by her ninja abilities. He wants her to teach him the way of the ninja but she never understands what he wants and usually teaches him how to make origami instead. The Admiral thinks it is some kind of secret training technique and goes along with it.

The Admiral + Snuggles

Snuggles is your typical house cat. He can't be bothered except for the times when food gets put down or the occasional head/tummy scratch. The Admiral will give her commands from time to time but he's lucky if Snuggles follows them. Snuggles likes how active the Admiral is and will chase him sometimes for sport. The Admiral loves it and totally encourages it. He thinks others should try it too. Everyone else isn't so sure, especially considering how beat up the Admiral gets.

Duke Blue + Tesla

Duke encourages Tesla and will even try to figure stuff out for Tesla. She laughs because she knows he can't keep up with her intellect but she does appreciate the attempt, in her own quirky way. From time to time Tesla will make Duke a musical instrument, they are usually very bad, but Duke appreciates her attempt as well. There is a mutual respect between these two.

Duke Blue + Kale McCoy

Duke looks up to Kale for advice but usually doesn't find any. Kale is too busy setting up an elaborate prank, practicing one of his "super-stitches" or deeply engaged in a monologue. Kale likes Duke and will protect him but is still not afraid to harass and prank Duke from time to time. Very much an older brother to younger brother relationship where the older brother has passed off his responsibilities to the younger sibling, being Duke.

Duke Blue + Gnartuk

These two are best of friends. Of all the relationships these two would be the strongest. There is some question if Gnartuk's loyalty is to the crew, the Admiral or Duke. Duke is the only one who understands Gnartuk completely. They'll have private conversations, inside jokes and most definitely secret handshakes.

Duke Blue + Bubba

Duke's strongest portal to normal life is Bubba. Bubba will happily tell Duke stories of normal life but prefers to talk about the Rapscallions and their cool adventures. Duke will also do whatever he can to protect Bubba and encourage her to become even more awesome. Oh, but if a big group song starts up, Bubba can't sing. She tries, but it's bad. There is nothing Duke can do to help her with that.

Duke Blue + Tobiko

Tobiko likes Duke. He's the one kid who can take care of himself. But when Duke does ask for assistance Tobiko drops whatever he is doing and helps Duke out. Duke likes Tobiko but is kind of sick of the food Tobiko makes.

Duke Blue + Zita

Duke is the one guy who can get Zita to laugh. Not with smart jokes, just his mannerisms. Duke reminds Zita of her fourth grade teacher, only with hair. Duke has managed to listen to enough stories from Zita to piece them all together and follow her seemingly crazy statements. He will even play into them or carry on a conversation with Zita if he thinks it will help her or the team out.

Duke Blue + Snuggles

The Duke likes to take naps or play tunes on Snuggles back. Snuggles purrs and sheds her rainbows but has no problem batting him away if he is blocking her sunlight. Whenever Duke plays music Snuggles sheds rainbows, it just can't be helped. Duke is typically the one to feed Snuggles, especially considering Tobiko is afraid of Snuggles. We'll get to that in a minute.

Tesla + Kale

These two are constantly debating with each other about the reasons for different events. Tesla leans on science, Kale leans on "super-stitches." Tesla always tries to use Kale when she needs someone small to test her experiments on. You can imagine how upset this makes Kale. I can guarantee you pranks will be pulled on Tesla.

Tesla + Gnartuk

Tesla has absolutely no idea what the Narbear is. By her reasoning he shouldn't exist. Yet he does. This kind of freaks Tesla out. She is very aware of Gnartuk but won't admit to it. Gnartuk really likes how much he freaks Tesla out and will subtly play into it. Standing next to her when she isn't looking just to see her reaction for example.

Tesla + Bubba

For most people Tesla is in her own world, except when it comes to Bubba. Tesla and Bubba totally hit it off. Talking about experiences, explaining inventions and even inspiring each other. You might think these two were sisters if you didn't know better. They are the first to defend one another and even have their own two person team name, "The four-eyed femme phenom." The only time these two might find themselves at odds is when there's only one sci-fi comic book left.

Tesla + Tobiko

Tobiko constantly asks Tesla to make more contraptions to help him with cleaning the Churro. Tesla would love to help but her own projects take priority. Then she'll offer those to Tobiko instead. What good are supersonic moonboots to a fish? If Tesla had a suggestion box Tobiko would fill it.

Tesla + Zita

Tesla is Zita's niece. Tesla doesn't understand why everyone gets hyped up about where Zita is. Tesla can see her, even stop her from doing a sweet ninja move. Deep down Tesla feels responsible for Zita, she is the one who asked the Admiral if Zita could join the crew. That's sweet and all, but it doesn't stop Zita from thinking Tesla is a robot.

Tesla + Snuggles

Snuggles can do no wrong in Tesla's eyes. Even if Snuggles accidentally breaks one of her inventions Tesla will just use her super strong robotic arms to pick Snuggles up and move her out of the way. Snuggles likes Tesla and will take full advantage of the unconditional love.

Kale McCoy + Gnartuk

These two like each other, but love challenging each other even more. Verbal battles between these two are very interesting. One side spews insults, the other spews out crazy menacing sound effects. Sometimes the right sound/word will end it, other times there will be a full on wrestling match. If Kale pulls a prank on Gnartuk then it goes straight into a sparring contest. The outcome is a 60-40 split. 60 for Gnartuk, 40 for Kale.

Kale McCoy + Bubba

Kale McCoy has a deep curiosity about the ways of Bubba. He will often ask her questions for a VERY long time. Plus he has respect for her ritualistic dice rolling. If Kale takes a turn with Bubba's dice he'll get a perfect twenty every time. Bubba wishes she could do that, so occasionally she'll ask for advice or try some of Kale's techniques to increase her odds.

Kale McCoy + Tobiko

Kale doesn't feel like he needs Tobiko to take care of him. He can do it on his own. Tobiko begs to differ. Kale always has a comment on how the food smells. Tobiko tries to prove his awesome food making ability to Kale, with absolutely no success.

Kale McCoy + Zita

Kale loves to try and pull pranks on Zita. He thinks of it as the ultimate challenge, a challenge he never wins. Zita is the one person Kale can't prank. But he'll keep trying anyways. It doesn't help that Zita is one of the only ones bold or naive enough to comment on how small Kale is. Zita thinks Kale is a cricket. Hence his nickname.

Kale McCoy + Snuggles

Kale treats Snuggles like a feisty kitten. In his eyes she is tiny. Snuggles just likes the attention. Kale has no fear of her size and is quick to play wild games with her. They are equally matched, regardless of size. Kale can take Snuggles down like a wild bull, unless Snuggles sees it coming.

Gnartuk + Bubba

Gnartuk's biggest fan, how could he not like Bubba? Bubba knows his every move and encourages Gnartuk to take action. Especially if that involves carrying her. Gnartuk is fascinated by Bubba. How has this kid survived? What is her life like? Gnartuk doesn't know but he'll try to find out, without words.

Gnartuk + Tobiko

These two are plagued by the sense that they know each other from somewhere. Not sure where. But they never ask questions about each other. Well, Gnartuk can't anyway. On occasion, when Gnartuk is thirsty, he might try to drink some of Tobiko's water. Tobiko gets upset by this, he needs that water!

Gnartuk + Zita

Zita FREAKS GNARTUK OUT! He doesn't get where Zita's voice is coming from. When he hears her or sees the effects of her presence he either hides, screams, prepares for battle or all of the above. Gnartuk calls Zita "Swish-swish." Sometimes Gnartuk will throw whatever he can pick up in the direction of Zita's voice, only to have it come back into frame and hit him from behind. Zita thinks Gnartuk is a furry paper spike. Any loose papers or old origami she has she will put on Gnartuk's horn. Gnartuk has great difficulty getting these papers off.

Gnartuk + Snuggles

There is a sense of rivalry between these two. Both were brought in by the Admiral and feel a sense of ownership for his compassion. They will growl at each other but avoid getting into a tussle unless something serious is at stake, like food. Gnartuk will hold Snuggles at bay with his horn, like a sword.

Bubba + Tobiko

Bubba is a little grossed out by Tobiko. Or at least the food Tobiko prepares. Bubba much prefers her pizza and will sneak a piece out of her backpack if she is forced to eat food from Tobiko. Tobiko, in return, is not too sure of Bubba's cleanliness. Tobiko feels he must keep an eye on Bubba to make sure she isn't making a mess or bringing something unsavory to the Churro. Tobiko will also try to show Bubba there is other food good to eat besides pizza. Yeah, good luck with that Tobiko.

Bubba + Zita

Bubba loves looking for Zita. It never works out. When Bubba walks back into frame from her fruitless search she always has glitter and origami on her head and she doesn't even realize it. Zita thinks Bubba is her cousin. She is constantly referring to inside jokes with Bubba, but Bubba doesn't understand them. She wants to, but she has no idea. Zita likes making clothes for Bubba when it's cold.

Bubba + Snuggles

Bubba always wants to give Snuggles a good scratch. Snuggles loves it, but loves the pizza she carries even more. The crew will have to step in to save the pizza, and Bubba. Occasionally the crew remembers to hold Snuggles back or send her to her room when Bubba comes over. Of course when this happens the first question out of Bubba's mouth is, "Where's Snuggles?"

Tobiko + Zita

All of the glitter? The origami? Come on! Tobiko is the one who has to clean up after Zita's call signs and he is fed up! Especially when Zita gets out of hand and leaves behind some crazy paper sculptures. Zita thinks Tobiko is a simple goldfish who just jumped out of his bowl. If she feels so inspired she will trap him in a fish bowl and put some books on top.

Tobiko + Snuggles

Snuggles loves Tobiko! Possibly too much. If Snuggles could catch Tobiko he would eat him. Until then Snuggles will try to bat him out of the air whenever he flies by. Tobiko handles the threat with ease, unless he's not looking. If caught off guard Tobiko freaks out and flies around the house looking for a sanctuary. Snuggles loves these chases more than anything.

Zita + Snuggles

Zita likes to dress Snuggles up. Giving her ribbons, maybe even putting a sweater on her. And no matter how hard Snuggles tries, there is no hiding from Zita. Zita knows just as many hiding places as Snuggles. The only way Snuggles can get a break is by climbing into the Admiral's lap or sneaking outside.

Wait. There's one more character...

Elise, the Amazon mom.

A one woman army.

Duke's mom is awesome and constantly on an adventure! Sure, we see her from time to time, but for the most part we don't. And everyone is okay with it, not because they don't like her, but because they know she is fighting a good fight. They wish they could help her more, but she works better alone. She has the respect and admiration of all the Rapscallions and the feeling is mutual.

On the few occasions we do spend with her we see she is VERY capable. Instead of focusing on the conflicts at hand she will lend encouragement to anyone in need of assistance. We see where Duke gets it from. She will always take time away from an adventure to listen. Never forgets birthdays. Sends random packages to the Churro, care packages. Like I said, she's a good mom, she's just rarely around.

What brought Elise to the crew? Nope, she's not a part of the crew. The Admiral wishes she would be, but she never has time. The Admiral is madly in love with her and looks for any excuse to visit her on her adventures.

What are some likes? Her son, Duke. The good things the Admiral has done. The Rapscallions. Saving creatures from peril. Trees. Using her feet for as much as possible. Hair, she loves to play with everyone's hair.

Dislikes? Mean spirited people and creatures. Not a fan of technology, but still can appreciate it, especially if Tesla made it.

What role does she play in the crew? She's her own crew.

If the crew were a family what role would she play? Duke's mom. In fact, she would act like a mom to everyone, even Tobiko.

Why does Elise stay with the crew? She doesn't for a couple of reasons. One, she never has time to leave her adventures. Two, she is not really a fan of living in a giant ship. She needs to be free and outdoors.

Where is she from? Light-Weight Land. That's why she has grown to the size she is, lower gravity. But now she spends all of her time in Survival Land, trying to make life a little easier for everyone there.

Some backstory perhaps? Has the climbing record on every single mountain in the whole galaxy! Has the world record for the long jump by twenty feet. Once knocked over a skyscraper, it was an evil skyscraper, with one kick. Once swam across the Atlantic to deliver a birthday present to her son.

Some things you might find in Elise's room? You wouldn't. She does not like rooms. No possessions. Just her, the outdoors and a ceiling of stars. Doesn't get much better for Elise.

What does she look like? Tall. Long black hair. Huge legs. Very large eyes set at an angle. One eye is blue, the other is green. Her clothing blends in very well with the surrounding jungle. She carries a small key around her neck. It's a key to the Churro the Admiral gave her. She'll never use it, but she keeps it as a reminder.



NEFARIOUS FOLKS

THE ANTAGONIZERS

We will typically deal with different forms of antagonism every week, but here are a few of the funky fellows who might show up on a somewhat frequent basis.

Bartholomuel Jones, the Admiral's nemesis.

This guy used to be the Velvet Churro's captain, but he lost the ship to the Admiral in a perfectly fair thumb war. A thumb war that involved five hockey teams, seven tanks, three hundred and fifty six bowls of spaghetti and a Zebra. Instead of challenging the Admiral to a rematch he decided to leave. He now trains as much as possible with the hopes of one day returning to reclaim his right to be captain.

Bartholomuel Jones is a great pirate, his only problem is he isn't a very good leader. He simply wants the glory and clout that comes with the title, not the hassle of dealing with a crew or friends.

The Admiral still likes this guy, however, and would openly welcome him back, just not as captain. Ex-captain Jones is the one carrying all the baggage.

What are some likes? Anything that makes him look good. Competitions he knows he can win. Easy adventures for important people. Feasts in his honor. Gold, he doesn't have much, but whatever he has he tries to show off. Gold jewelry, gold belt buckle, gold beads in his hair, ivory peg leg, you get the idea. People who listen to him and fear him.

Dislikes? Anyone who doesn't fear or idolize him. When he looks foolish.

Some backstory perhaps? Has won every archery competition known to man only using his harpoons.

What does he look like? The fanciest pirate you've ever seen. A ruby studded eye patch, ivory peg leg, perfectly braided hair, one gold tooth, large gut with an average size build. Instead of a sword this guy carries harpoons, and he's good with them!

Earnest Q. Chartright, the Housing developer.

This guy, I tell you, a man of the books. Everything must be to code. It's not about money, it's not about fame, it's not about prestige it's all about PRINCIPALS! Principles of law. Principles of housing codes. Dress codes. Traffic codes.

Chartright despised the crew from the moment the Churro pulled into the trailer park. He is confident the Velvet Churro violates about ten million housing codes and he has deep concern for the impact it will have on the community. If the town lets this slide what will happen next? He's not sure but he doesn't want to find out.

What are some likes? Crossword puzzles, there is always an answer. When someone plays by the rules it doesn't necessarily make him happy, it's just how the world should be. He does take pleasure in a perfectly filled out form however, to him that's art. Maps are a hidden pleasure of his. He keeps a giant map in his living room and

constantly updates it with people moving, cities changing names or newly discovered territories. He does not believe in space travel and has zero maps of any other planet.

What are some dislikes? People who are in a hurry. People who don't play by the rules. People who don't wear proper clothing. People who talk without making a point. People who smell. In general? People. If he could lock himself up with his maps and a vault of crossword puzzles he would.

What does he look like? Bald. Glasses. A very pointy goatee. Always wearing a suit, even in hot humid weather. Not exactly overweight, but close. Definitely not athletic. Uses his Segway to get everywhere. The only problem is nobody knows how to handle the right of way with a Segway and he is always getting frustrated with inconsiderate drivers.

Bill Cane, the Neighbor.

Poor Bill Cane, his trailer is parked next to the wildest, noisiest, active neighbors he could possibly imagine. Their cat has practically DESTROYED his lawn and chewed up ALL of his pink flamingos. Plus the Velvet Churro has entirely blocked his satellite reception. But that doesn't mean he has to block their driveway with his giant orange pickup, dump his trash in their backyard and release rabid chinchillas in their mail slot! Yeah, he could just walk over and ask the crew to stop, or move, but instead he seeks RETALIATION! He should have checked himself before he wrecks himself.

If you want to see the definition of campy, cheesy and kitsch then you need to visit Bill's trailer. He has every piece of useless trinket you could possibly imagine. And not just from Bixby Rock. He has traveled to a vast array of different towns just to pick up their small, lame souvenirs. He wouldn't be able to tell you anything about the places, just show you the knickknacks he bought.

What are some likes? Small souvenirs. Neon t-shirts with worn out catch phrases. He can't pass up a good bumper sticker either, the back of his truck is covered with them. Stonewash is his favorite formal attire. Eating TV dinners while watching sports on TV. Sports like Soccer, Badminton, Cricket, Curling, Lacrosse, Tennis and synchronized swimming. He loves commercials too, especially if they are selling TV dinners.

Dislikes? When his TV doesn't work. When one of his trinkets gets moved or misplaced. Real food. Drinking water. Physical activities. Dressing up. Small or slow cars. Bicycles. Anything that distracts him from his sports games.

What does he look like? Somewhat older with wild hair that is starting to grey. He always wears corny t-shirts, bermuda shorts and loafers with no socks. He has horrible eye sight and needs glasses, but he's too stubborn to go to a doctor and get a prescription.

ONESHOT VILLAINY

These are just some examples of other villains. All of these bad dudes would be from the main characters' previous adventures coming back for revenge.

From Griffin's past: A Czar from a far away land wants his belt back, even though he lost it fair and square. The Czar brought an army of monkeys for backup!

From Duke's past: He pushed a wrong button and accidentally sent a very insulting message Kale was working on to a hostile planet. The planet wants to start a war!

From Tesla's past: A mad scientific genius from her past wants to disprove a theory of hers, with a giant neutron blasting robot suit!

From Kale's past: Acorn fairies want to take all of his acorns away. Good luck with that little fairies.

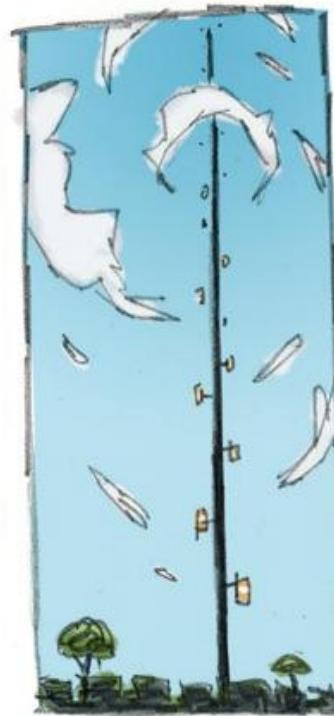
From Gnartuk's past: A wrestler returns. A minotaur luchador! This dude has really bad breath.

From Bubba's past: The BMX gang want to sell some of her comics for big money. Punks.

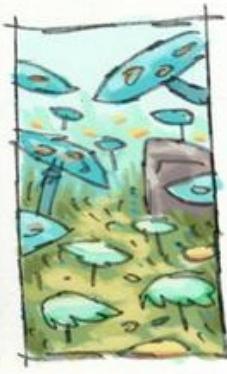
From Tobiko's past: The Kraken returns! But this time he can fly.

From Zita's past: A samurai with a sword that can cut through ANYTHING comes to reclaim his honor. Zita took his toothbrush on accident.

From Skittle's past: I bet you thought I'd say some huge dog with vampire fleas would come back to fight Snuggles, right? Or maybe a flock of canaries return to avenge their fallen brothers? Nope. Bill Cane, the neighbor, would be the first person to attack the crew over something Snuggles did in her past. Good guesses though.



Locations



THE WORLD

Okay, the world. While the Rapscallions have their fortress in the middle of the most normal trailer park you could imagine that does not mean there aren't amazing places in the world of this show. We'll explore it all.

A few rules. Animals can talk, but only if they are highly educated like Tobiko. Things should be pushed to the point of ridiculous fun, but every attempt possible should be made to ground the craziness to a real world, very similar to ours.

SHOULD WE START WITH THEIR SHIP? *Yep. Sounds good.*

The Velvet Churro

"The Admiral and his crew always remembered to take out the trash." -The Velvet Churro as he tries to encourage the crew to take out the trash, for the tenth time. It really is starting to smell.

The Velvet Churro is a city unto itself. A giant dirigible/helicopter/space ship tall enough to reach the clouds, without even taking off. Every room within this vertical wonderland is different. The characters in the crew have their own rooms plus training grounds, arcades, kitchens, living rooms, bowling alleys, etc. What helps tie them all together? The elevator. And inside the elevator is a gatekeeper. The exterior is covered in crazy strong solar panels, giving the ship a light sucking/black hole coloring, kind of like black velvet. Thus the name. The central computer speaks to the crew as if he were a narrator. So if an episode needs narration just pull in the Churro's point of view. Or if a struggle within the Churro for bragging rights is underway the Churro will add commentary in the form of narration. Or if someone is doing something the Churro doesn't like then the Churro will narrate a suggestion for the characters to do instead. The characters rarely go for these suggestions. Poor Churro.

How did Admiral Griffin find the Churro? He won the Churro off of the previous captain, Bartholomuel Junes. Admiral Griffin has been the captain of the Churro ever since.

What are some likes? Being cleaned by Tobiko. Adventuring, but not crazy adventuring. Being flown by Duke and the Narbear. Zita. Zita thinks the Churro's narration is a voice in her head. She willingly takes the Churro's suggestions. The Velvet Churro has absolutely no problem taking full advantage of this situation.

Dislikes? Having walls used as scratching posts by Snuggles. If Snuggles gets too carried away the Churro will open up secret escape chutes and put Snuggles outside.

Where is he from? The Land of the Giant Sun.

Some backstories perhaps? Holds the land speed record, holds the air speed record, holds the water speed record, holds the underwater speed record, the underground speed record and any interstellar record... on record. Has been used to transport presidents, kings, queens, sheikhs, pharaohs, the Pope, Gandhi, the Dalai Lama, Elvis, Amelia Earhart and girl scout cookies. All of the girl scout cookies. The Velvet Churro has even hosted the olympic games, both summer and winter. The Admiral is the

fifth captain of the ship. There may have been more, but all records were wiped clean by the previous owner.

ANY ONE NOTE CHURRO CREW MEMBERS? *Yep. Read on.*

The elevator operator

A master of wits, a lover of rhymes. Always up for a challenge, but not in a physical way. His favorite rhymes involve the floor number someone asks to go to. This guy is bold and will challenge anyone, even Kale. The crew is forced to oblige because they don't know how to work the elevator, even Tesla.

The red shirt

This guy is always in the background. You might think it's a crew of many people, but it's really just this one guy all over the place. Even if it looks like he dies, nope, he'll always be back. His trick? He has a teleportation device, but he will NEVER tell anyone. Except Tesla, she knows because she built it. She will NEVER tell anyone either, only because she lost interest in it the minute after she completed it. This guy really deserves a vacation.

AND THEN THERE'S A TRAILER PARK? *Yep. A plain old trailer park.*

The Velvet Churro has a plot in the Lazy Oak Trailer Park. Your typical trailer park with old folks or people staying there to avoid the cold winter months back home. Lots of pretty normal trailers, a tennis court, a shuffle board area and a front office with one pinball machine. Side note, Admiral Griffin chose Lazy Oak Trailer Park as the place to park the Churro because he thought it said Crazy Oak Trailer Park, whoops!

ANY ONE NOTE TRAILER PARK PEOPLE? *Still yep. Just a couple.*

The jogger

Is always running. In EVERY SINGLE EPISODE we see the jogger running in the background. Rain, shine or meteor shower, still running. Won't stop. If the crew wants to talk to the jogger, the jogger just goes wide eyed and runs a little faster. The only thing you might hear from him if you listen closely is him counting. Not sure why, but a little scared and he'll start counting all over again.

The group of retired people

These old folks are always trying to organize a game of bingo, shuffleboard or just sitting around to compare photo albums. Doesn't matter if a giant tidal wave just hit, the retired folks won't even realize it happened.

WHAT ABOUT THE TOWN OUTSIDE THE TRAILER PARK? *It's pretty normal.*

Lazy Oak Trailer park is on the outskirts of a tourist town called Bixby Rock Bay. If there were a town Bixby Rock closely resembled it would be Sarasota in Florida. Bixby Rock has all of the usual amenities a small tourist city would have. Condos. Track homes. Trailer parks. Tourist attractions. A market. A gas station. A five and dime. A comic shop. An electronics hut. A sports mart. A pizza shop. A record store. A comic/game shop. And especially a pawn shop. Bixby Rock is a very standard town by the ocean. The admiral does not like being too far away from the ocean.

WHO ARE SOME OF THE PEOPLE FROM BIXBY ROCK? *Here you go.*

The pawn shop owner

An opportunist. A master of negotiations. A haggler. When the Admiral needs some cash he pawns off some useless rare artifacts here. Admiral Griffin has no concept of value and the pawn shop owner makes a KILLING off him. Over the course of a season you might see the shop getting nicer and nicer. By the end of season three, if we make it that far, you'd see the shop owner basically running the town along with an amazing museum. The Admiral likes this guy and always feels like he got a great deal.

The record store girl

She has a hidden beauty. Sixteen years old. This girl is always working at the record store, behind the counter, flipping through records or painting a new mural outside the shop. She NEVER takes her headphones off. It is a complete mystery what she is listening to. Duke hopes to someday find out. Truth is he totally has a crush on her.

The pizza shop owners

Total paternal figures. This elderly husband and wife team welcome anyone in. They were Bubba's first refuge, until the Admiral and his crew came along. Always open and ready to serve a warm pizza pie. The chef takes great pride in his crust tossing abilities. The only person to challenge the chef was the Admiral. The Admiral lost however so now when he visits the shop he tries to learn the pizza tossing ways.

The local law authorities

These guys work with military efficiency. Always on the job if needed and acting like they drank a whole thermos of coffee. They will have good intentions but can't typically see the truth of what's going on. To the local law authorities the Admiral and his crew are just normal citizens, nothing special.

The gang of kids riding around on BMX bikes

The town bullies. The fact that the Admiral and his crew are some of the coolest characters ever means nothing to them. Insults will fly, challenges will be placed and pranks will be pulled. The Churro is not immune to T.P.'ing.

WHAT'S THE SCOPE OF WORLD TRAVEL? *Big.*

Most episodes are spent in the Churro, Lazy Oak Trailer Park and Bixby Rock Bay, but when a story calls for it the Rapscallions will adventure to far away lands and distant planets. There are no real restrictions on those places, as long as the story that brought them there is character driven.

ARE THERE OTHER LOCATIONS IN THIS WORLD/UNIVERSE? *Yep. Just a little bit more on the world, I promise.*

Land of the Slushee

A land of bitter cold. Think Russia crossed with Iceland, Alaska and especially Canada. Very remote. People tend to overdress. There is a lot of snow and ice. This is where Gnartuk is from.

Survival Land

The Admiral's favorite place. Think of the unexplored Amazon Jungle mixed with the Congo. Everything here is alive and fighting for its survival. Even the crew gets beat up every time they visit The Survival Land. The Admiral didn't come from here, but he always feels at home whenever he visits.

Land of Crazy Hot

Much like the Sahara or Death Valley, this place is all sand and rock with the occasional dust storm. But hidden deep inside this arid land you can find things of sweet beauty like Opals and giant cats that shed rainbows. All creatures from this land are giant! This is where Snuggles is from.

Land of Shiny

Everything here sparkles. Fields of vibrant flowers and shiny snowdrifts glistening across the sides of beautiful spires and peaks of a gigantic mountain range. But it's not just the landscape that sparkles here. The giant mechanical steam driven cities sparkle as well. They say the shine is due to an extra amount of static electricity flowing through the air. This land makes Tesla giddy. The Admiral found Tesla and her Aunt here.

Light-Weight Land

A place found on an off world where the gravity is significantly less than earth. But the gravity of the situation in this land is significantly more. There always

seems to be some sort of turf war going on here. Light weight floating intense action set pieces is what this land is all about. Duke's mom is from here.

Land of Little

The Admiral and his crew are considered giants here, even Kale McCoy. Lots of mice, gnomelike creatures, fairy kinda things and toadstools. Though the land may be tiny, the stakes are always huge and involve giant tiny battles of precision and luck. Kale McCoy is presumed to come from here, but it'll make him mad if you ask him.

Land of Windy

A land of windswept cliffs, bristling trees and choppy waters. Birds big enough to handle the winds love it here, sailors find it to be paradise, and Tobiko calls it home, even though it is always way too messy for his liking. Trash and debris are always being blown in.

The Land of the Giant Sun

Somehow a civilization has managed to thrive on this giant red sun. No one has ever visited this highly advanced species, but Tesla sure wishes she could. The Velvet Churro comes from here, although the crew who flew the Churro out of The Land of the Giant Sun have long since vanished.

The Land of Awesome

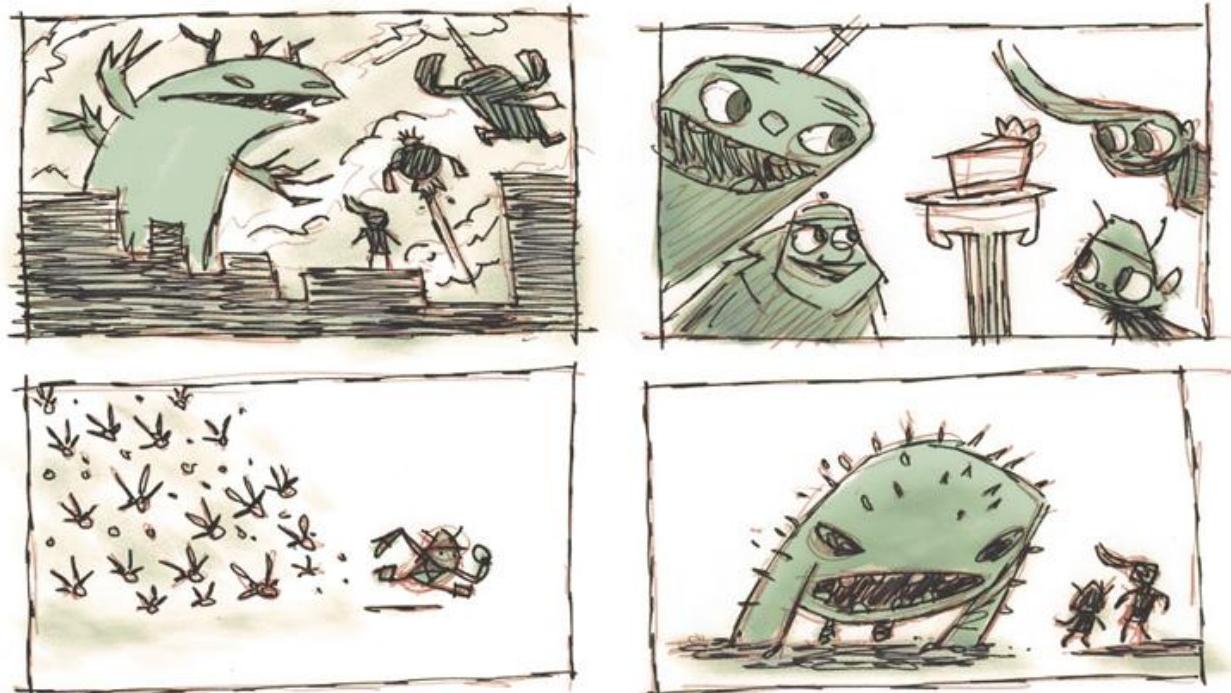
No one has ever found a land of awesome, but I guarantee you somebody is searching for it. Especially considering this is where Kale McCoy claims to have come from.

The Land of Dude

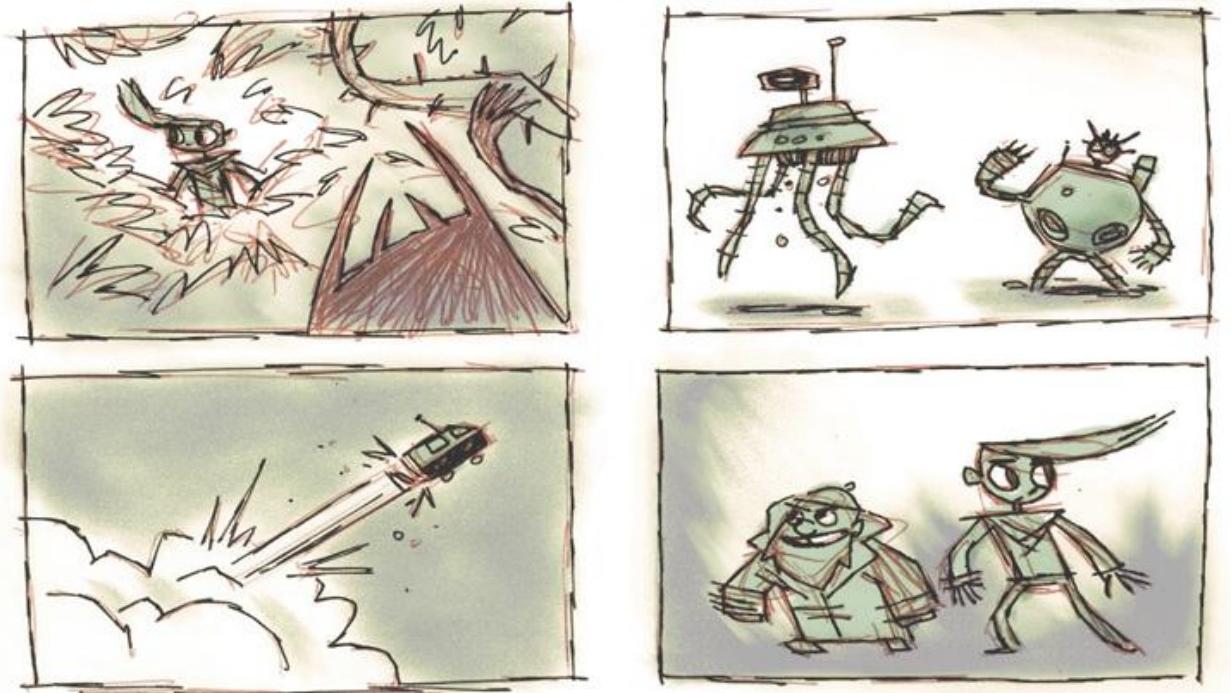
The most normal place you could imagine. Bixby Rock Bay is at the heart of this land and represents everything it stands for. An exceptionally large number of people use the word, "dude" and, "like." Bubba and most other normal people come from here.

The Land of Scotts

A very wet land, with lots of inns where everyone sings. If you can handle tough weather you can get lost in it's beautiful countryside. The Admiral is from here.



STORIES



STORY ENGINE

'Character' is to this show what 'location' is to real estate, character, character, character!

This is a 100% character driven show and every episode of this series should reflect that. Whether it's something from their past coming back to haunt them, a character trait they can't help that forces them into a pickle or a struggle between our main characters for bragging rights, it's all good. There will be lots of smaller themes explored in this show, but the overall theme would be to explore the idea that even the most amazing people in the world need friends and family.

The tone of this show is UNPREDICTABLE FUN! The only thing in common from one episode to the next is they should feel like another awesome story the Admiral has told to the crew. Don't be afraid of using narration from the Velvet Churro or the Admiral and if you can insert some quick backstory then DO IT!!! Make it FUN! If these flashbacks are strong enough they could be used for future episodes. To preserve that as a possibility the episodes will NOT be told in a linear storyline. If there is a bigger arc you would like to play make sure it does not mess with the ability to tell more backstory.

A few rules to keep in mind. Stories should be told through the eyes of Duke and the crew of Rapscallions as much as possible. Yes, the other characters are there and yes there will be some stories surrounding them, but mainly we will follow the kids and creatures. These adventures are NOT RANDOM! Only seemingly random to keep the audience on their toes, but each character would seek out adventure very specific to who they are. Oh, and one more thing. NO SCHOOL! Sure, Bubba and the Rapscallions can talk about it, but we don't have time for school with all of these adventures to go on! Yes they will travel, but only if something is at stake for a main character. Locations are only there to help their personalities pop off the screen, not be cool just to be cool. If there is a question about how much traveling they do versus staying in the trailer park I would say it all depends on what is best for the story of the character. If you're looking for more of a formula this show will follow, then I have to tell you this show should feel just like the rules the Admiral makes. Always changing so you never know what's going to happen next. The Admiral would be proud.

Of course, there are no stories without conflict so here are the types of conflicts the Rapscallions might face. Conflicts within the group would create one line of stories (getting a place on The Wall of Awesome, snagging the last slice of key lime pie from the refrigerator). External conflicts surrounding their interactions with normal people would cause another line of stories (scavenger hunts for musical instruments, stopping the housing developer from evicting them). Then you would have the typical episode where they face a conflict created from something they did in their past (Bartholomuel Junes episodes, see "ONE SHOT VILLAINY" for more). Other storylines would focus around internal character conflicts (Gnartuk can't talk to a girl, Duke looks for his place in the crew). There could be storylines revolving around environmental conflicts, but it's always more fun when you can involve characters. Just sayin'.

PILOT STRUCTURE

Keepin' it simple. That's the motto of this story structure. There are so many things to play with the characters and their relationships that it is VERY important to keep the plot simple. Here's the typical structure to the show.

Intro Theme Song

The song is crucial for this show. We need to set-up the characters, the world and the tone in as little amount of time as possible. Easy, right?

Introduce Main Character

Showing who the main character is for this episode while they are in the middle of attempting to overcome a small obstacle is a good way to start this off.

Introduce Major Conflict

Just as it looks like the main character is going to overcome the small conflict a much bigger conflict comes along. Dealing with this bigger conflict is the meat of the episode.

Reveals

The major conflict should reveal more aspects to the main character that makes the situation even worse.

They win!

The main character overcomes the conflict, but with a lot of help from the crew.

Callback

Go back to the conflict the main character was trying to overcome at the beginning. They overcome it, with a twist.

Coming next time...

See the last page of this bible for some possible next up clips.

EPISODES

1. Key Lime Pie.

There's only one slice of Key Lime Pie left in the refrigerator on the storage floor and Gnartuk, Duke, Kyle and the Admiral all want it. Who gets it and why is what this episode is all about. Oh, and the Churro totally gets involved.

2. The Minivan.

The Admiral sees a minivan for the first time and must take it out to see what it can do! The only problem is he doesn't have a drivers license. Have fun at the DMV Admiral. Meanwhile Tesla and Bubba make a few modifications to the rented minivan.

3. Can We Keep Him?

Zita brings home a giant monster covered with spikes and thinks it's her old pet hamster. Snuggles gets jealous as the creature begins to attack and destroy the Churro from the inside out. The Admiral is torn, he likes the new guy, but not at the expense of losing his crew. Duke will have to step in on this one.

4. Full Contact Miniature Golf.

Griffin takes the Rapscallions for a game of miniature golf. By the end of it the crew has turned the golf course into a small war zone.

5. Duke's Blues.

Duke is trying to find his own personal theme song. He travels around to each Rapscallion and plays their theme songs for them as they overcome their various obstacles. It isn't until the end of the episode, when all of the Rapscallions are stuck together in the rain, that Duke finds his own theme song. And it's the same song used for the theme song of the show, only it's the acoustic version.

6. Tesla's Science Project.

Tesla invents a new adaptive robot. Well, that robot quickly learns what it takes to survive the Rapscallions and ends up trying to steal the Velvet Churro. Don't mess with the Admiral's Churro.

7. Merit Badges.

Bubba introduces the crew to the idea of merit badges. Needless to say the crew goes wild. The whole episode revolves around the crew getting as many badges as possible, especially more than the other crew members.

8. Acorn Fairies.

Kyle has gotten carried away with his collection of acorns. The Acorn fairies overrun the Churro and jinx Kale as much as possible.

9. ⚡ Luchador Minotaur.

A wrestling Minotaur tracks down Gnartuk for an ultimate fight. This Minotaur is the current world champion, but he doesn't feel he has truly earned the title until he beats the legend of the Narbear.

10. Lightning Strikes (Land of Shiny)

Tesla receives word of a giant lightning storm in her home town. She, Duke and Gnartuk arrive to rescue anything from her old home only to find a giant monster attacking the city. The Rapscallions aren't having any of that.

11. Everyone for Themselves (Survival Land)

Duke wants to give his mom a mother's day card. When they arrive they are attacked by a herd of wild leopards and the crew gets separated and lost! How will Duke find everyone, including his mother? Stay tuned.

12. Captain's Tale (Bartholomuel Junes)

Bartholomuel Junes returns to challenge the Admiral for the Churro. It's a grueling battle taking over a week and in the end Griffin wins again, thanks to the Rapscallions.

13. Griffin plus Duke

Griffin has been asked to escort a foreign diplomat to a banquet. He brings Duke along for company. Only problem, they are ambushed with no way to contact the Churro.

14. Training (A day in the life of Kale)

We follow Kale around as he wakes up, performs his morning "super-stitches," and then heads to the Velvet Churro training room. The only problem? Bubba snuck in too. Now Kale must work together with Bubba to get out.

COMING SOON TEASER IDEAS

1. Showing a giant flying ice-breathing Kraken attacking the Velvet Churro.
2. Pizza Nymphs surround Bubba while Kale tries to ward them off.
3. A giant space battle with the Admiral and the Narbear at the helm of the Velvet Churro.
4. Duke playing music in the rain with all of the crew.
5. Kale training in the Churro with Duke.
6. Gnartuk scares Tesla.
7. Duke tries very hard not to push the buttons of the Churro's elevator while the operator tells Kale a riddle.
8. Tobiko plays checkers with Bubba.
9. A run of Snuggles doing very catlike things (chasing Tobiko, relaxing in the sun, playing with Bill Cane's lawn flamingos, chasing the jogger, etc.)
10. Gnartuk and Duke do an incredibly long secret handshake.
11. Tesla in a giant transforming suit battling a massive Godzilla creature holding Bubba captive.
12. Duke tries to talk to the record store girl.
13. Griffin and Gnartuk driving jet skis through a bay filled with sharks.
14. The entire crew fire dancing at a luau.
15. Zita does something to the end title and leaves behind some glitter with origami. Tobiko flies through frame and cleans up the mess.